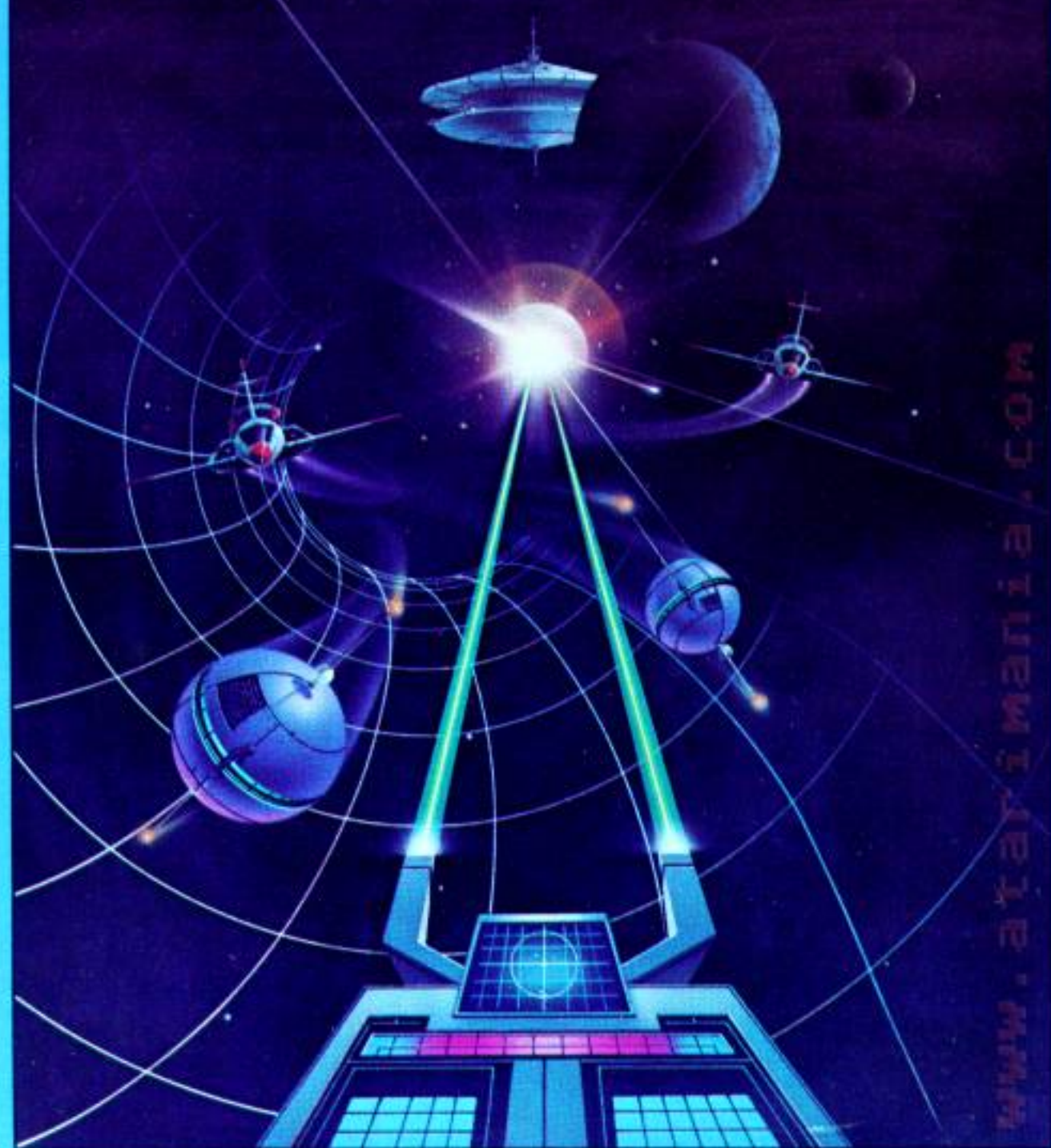


SiriusTM
presents

FINAL ORBITTM



Game Design By Dan Thompson

Final Orbit™

To Begin — Atari:

Set up your computer system as instructed in your owner's manual. Plug the joystick into controller jack #1. Turn the power OFF and insert the Final Orbit game cartridge. Turn the power ON. Press the START key or the joystick button to leave the game demonstration. Your Final Orbit is about to begin . . .

To Begin — VIC-20:

Set up your computer system as instructed in your owner's manual. Plug the joystick into the controller port. Turn the power OFF and insert the Final Orbit game cartridge. Turn the power ON. Press the SPACE BAR or joystick button to leave the game demonstration. Your Final Orbit is about to begin . . .

Game Play:

The Maladroid forces are attacking the Earth with everything they've got. It's your job to stop them. "STE" (Space to Earth) Missiles are being launched just seconds apart. Maladroid fighters are raiding the Earth, pausing only to re-arm and re-fuel. As each one destroys its earthly target it drains energy from the Earth. If your Destroyer's protective shield is hit by gun-fire from a Maladroid Satellite or Fighter, energy is lost from your Destroyer's energy supply. If either energy reserve level becomes critical, you must seek out and destroy a Maladroid Base to regain energy.

Radar Display:

The Radar Display at the top of your screen can detect approaching Maladroid Fighters and Satellites which are not yet visible to the human eye. (The Radar is unable to detect Maladroid Bases.) Maladroid Fighters and Satellites are shown on the Radar as small white dots. Your Destroyer is shown as a large +. The Radar view is as SEEN FROM ABOVE.

Final Orbit Play Area:

A Maladroid is within your firing range as soon as it appears in the center of your screen. The white "crosshairs" on the screen are your Destroyer's gun sight and show where your laser blast will hit if fired.

Maladroid gun-fire is shown by a rounded white burst. Each time your Destroyer is hit by Maladroid fire, the sky will flash blue. Each time you hit a Maladroid Craft, the sky will flash red.

When the scrolling pattern (Earth's surface) flashes yellow, an enemy Fighter or Satellite has penetrated your defenses and has hit the Earth, draining energy from the planet.

Joystick Steering and Firing:

Using the Radar Display as a guide, steer your Destroyer toward the enemy by tilting the joystick in the appropriate direction. Once a Maladroid Fighter, Base or STE Satellite is on the screen, your Destroyer's tracking system is activated. The two tracking arms will AUTOMATICALLY follow the enemy's vertical movement. Keep your thumb on the fire button and tilt the joystick right or left to aim your fire. Your Destroyer has an unlimited supply of ammunition, so blast away!

Dodging Enemy Fire:

If you want to avoid draining your Destroyer's energy reserves, try to dodge enemy gun-fire. Tilt the joystick to fly your Destroyer away from the enemy gun-fire. Once the white burst is off the screen, you are safe.

Restoring Energy:

Destroying a Maladroid Base is the only way to gain energy. To reach a Base, you must follow a Returning Maladroid Fighter by keeping it on the screen for five seconds. Returning Fighters have a white bar across the back of their ships. If you loose track of the Base or the Fighter, you will have to find another Returning Fighter to follow to a different Base.

Game Status Bar:

Your current score is shown in the center of the Game Status Bar at the bottom of your screen. After each series of games, the high score is shown. The left and right outside blocks on the Status Bar will change color during the game to show your Destroyer's or the Earth's energy levels. (The other two blocks have no function.)

Status Code:

GREEN* = Both energy levels are high

YELLOW* = Destroyer's energy level is critical

RED* = Earth's energy level is critical

When either energy level is critical an audio alarm will also be present. At this point, you **MUST** secure more energy by blasting a Maladroid Base.

***Note:** You may wish to adjust your television's tint control to get these exact colors.

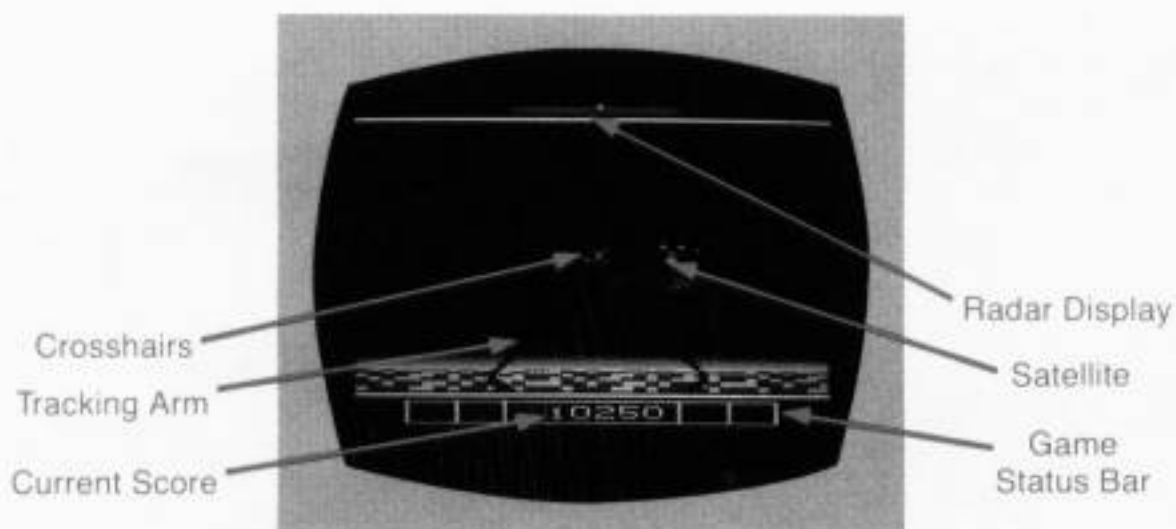
Scoring:

Maladroid Satellite = 825 Points

Maladroid Fighter = 975 Points

Returning Fighter = 1250 Points

Maladroid Base = 1500 Points



Other Stars From Sirius™

Atari 400, 800 & 1200 Cartridge:

Alpha Shield
Squish 'Em
Turmoil

Fantastic Voyage
Fast Eddie
Spider City

Worm War I

VIC-20 Cartridge:

Deadly Duck
Fast Eddie
Spider City

Squish 'Em
Turmoil
Type Attack

Snake Byte
Plasmania

For more information or a more current listing, contact your local Sirius™ dealer or write us at 10364 Rockingham Drive, Sacramento, CA 95827.



Game design by Dan Thompson
VIC-20 version by Leonard Bertoni

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